

Snapshot

Snapshot is an application that runs on each of the Sun processors used with any RPG. It is a graphics capture program that will, in effect, take a picture of any window, region, or screen that is in view on any workspace of the processor. The images can then be edited, printed or saved to disk. Snapshot can be used to make visual records of graphical images such as screen anomalies and adaptation data.

The following steps are intended to be the basic procedures for using Snapshot to capture graphic images. The Snapshot application has several additional features not covered here that can be employed to manipulate images of captured graphics and to produce various print effects.

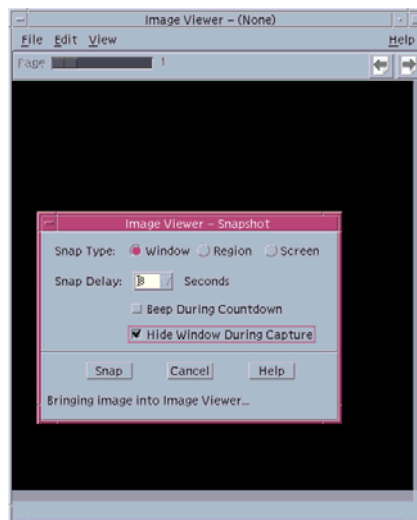
Procedures

1. If not already visible, ensure that the image to be captured is visible on one of the CDE desktops.
2. To start the Snapshot application right click on an open area of the same desktop that the image is located on. The *Workspace Menu* will drop down.

Note: Image Viewer can also be started directly from the command line of a terminal window by entering: `sdtimage -snapshot&`

3. Click on *Applications*. The *Applications* menu will drop down.
4. Click on *Snapshot*. The two drop down menus will close with two new windows: *Image Viewer - Snapshot* and *Image Viewer - (None)*. Once image is saved, *None* will be replaced by the filename.

Image Viewer - Snapshot and blank Image Viewer before snapping any image.



Note: In the *Snapshot* window, the default setting for Snap Type is Window, which means that only a single window can be selected for capturing. Snap Delay defaults to 0 seconds. It will automatically adjust to 8 seconds when the *Hide Window During Capture* option is checked. When Window is selected for Snap Type, at the bottom of the Snapshot window is the message: “Use Button 1 to select the window, Esc to cancel”.

Note: If a region, just a small portion of a window, is to be captured instead of an entire window, click on *Region* for Snap Type. The message: “Use Button 1 to drag out a region. Esc to cancel” will display at the bottom of the *Snapshot* window. Selecting *Screen* for Snap Type will produce an image of the entire desktop and anything that is visible on it. *Screen* is most useful for capturing multiple windows.

5. Click on the box next to *Hide Window During Capture* to avoid having any portions of the Snapshot windows included in the picture. A check mark will appear in the box and *Snap Delay* time will automatically change to 8 seconds. The bottom of the window will display the message: “Timer adjusted to guarantee correct operation”.
6. Click on the *Snap* button. The bottom of the window will display the message: “SELECT - Select Window”. The mouse pointer will change to crosshairs.

Note: When taking a snapshot of a menu or some other pop-up or pull-down element, you can delay the time between clicking *Snap* and the snapshot actually being taken by increasing the number of *Snap Delay* seconds. After clicking on the *Snap* button, use the extra seconds to bring up the menu or pop-up/pull-down in the window or region being snapped.

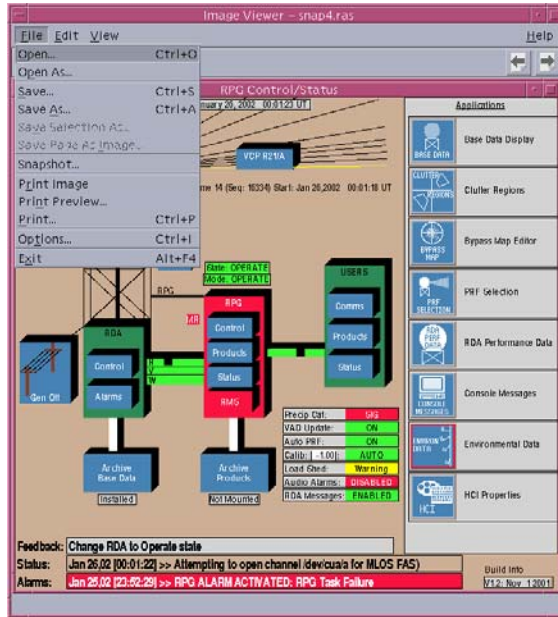
7. Left-click the crosshair pointer inside the window that is to be captured. The *Snapshot* window will disappear and then reappear 8 seconds later. Any necessary adjustments to the image can be made during the snap delay time. The message at the bottom of the *Snapshot* window will read “Snap succeeded” once the snapping process is complete. The *Image Viewer - Untitled* window, displaying the newly snapped image, and an *Image Viewer – Palette* window will also appear.

Note: If the *Hide Window During Capture* button was not checked, the *Snapshot* window will remain visible with the message “Bringing image into Image Viewer” visible at the bottom. If the *Snapshot* and *Image Viewer* windows are obscuring any area of the window being snapped then those parts of those windows will be included in the resulting image.

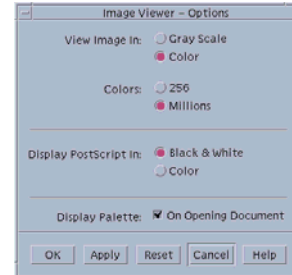
Note: For capturing a region, after clicking the *Snap* button, position the crosshairs on a corner point of the region to be snapped, hold the left mouse

button, and drag a rectangle around the area that is to be captured. Releasing the button will execute the snap.

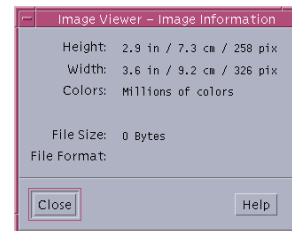
Image Viewer with snapped image showing drop-down File menu.



Options window found under File.

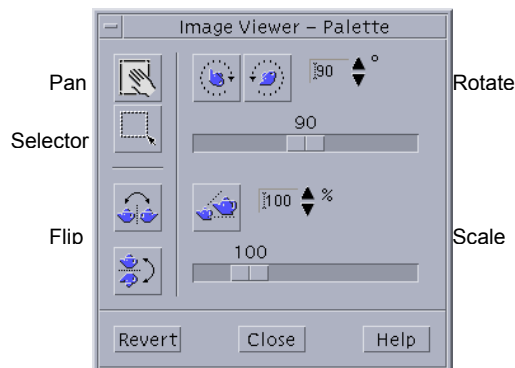


Information window found under View.



8. Once the snapped image is displayed, the image can be modified using the tools on the *Palette* or it can be saved to disk and/or printed using the utilities available from the *File* menu option on the *Image Viewer*.

Image Viewer – Palette window.



9. To move or manipulate the image on the page, the *Palette* window provides several tools:
 - Pan - Use to move the contents of the *Image Viewer* window. Click on Pan tool button. Move the mouse pointer into the *Image Viewer* window, over the image. The mouse pointer changes to a hand shape. Drag the

hand in the direction you want to move the image. Click the Pan tool to deselect it

- Selector - Use to select a region to be saved as a new image
- Rotate - Use to rotate the contents of the View window to the right or left
- Flip - Use to flip the image horizontally or vertically
- Scale - Use to size the image

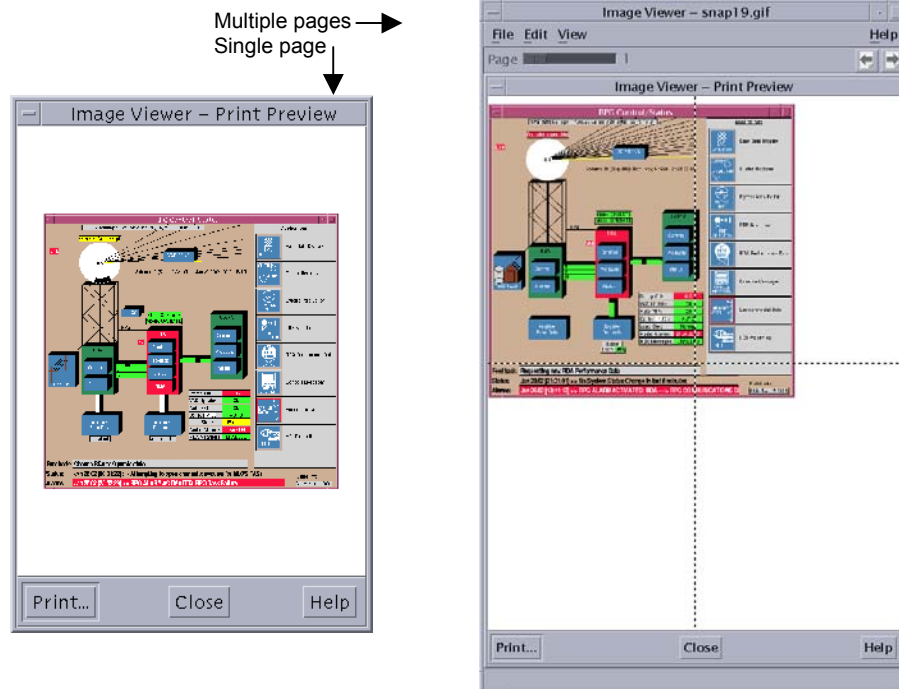
10. There are two ways to cancel an edit operation:

- Choose Undo from the *Edit* menu to cancel the last edit made to an image or page.
- Or, click the *Revert* button on the *Palette* to cancel all unsaved changes and display the last version of the image.

11. To print, click on *File* on the menu bar of the *Image Viewer* and click on *Print Preview* on the drop down menu. The *Image Viewer - Print Preview* window will open with a print preview copy of the image. If dotted lines appear on the *Print Preview* window, the snapshot is either larger than one page or not oriented properly and will require multiple pages to print the entire image.

Note: Before printing, ensure that there is a printer connected to the system. If not, use the UNIX *ftp* utility or save the image to removable media to move the image file to a system such as an MSCF that has print capability.

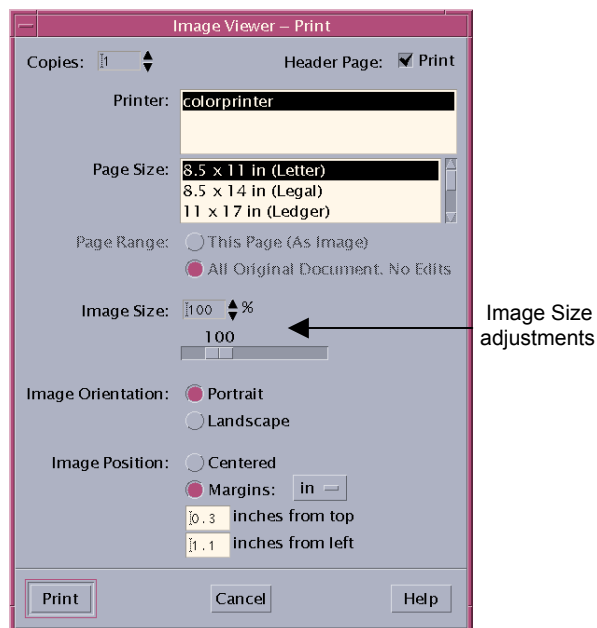
Image Viewer - Print Preview



12. When ready to print, click on the *Print* button at the bottom of the *Print Preview* window. The *Image Viewer - Print* window will open.

13. Default number for *Copies* is 1. To change this number, click on up arrow until the desired number of copies appears. Click on the box for *Header Page* to turn off this option, saving time and printer paper. Ensure the correct printer is highlighted. If there are any dotted lines dissecting the *Print Preview* window, the snapshot is either larger than one page or not oriented properly. To adjust size, use the *Image Size* up or down arrows or slider bar on the *Print* window. To change the page orientation, click on the *Landscape* button. Check the *Centered* button to place the image in the center of the print preview box. When the print preview is acceptable, click on the *Print* button at bottom of the *Print* window. The *Print Preview* and *Print* windows will disappear and the printer will produce the desired picture. At the bottom of the *Image Viewer* window, the message: “Print job queued” will appear.

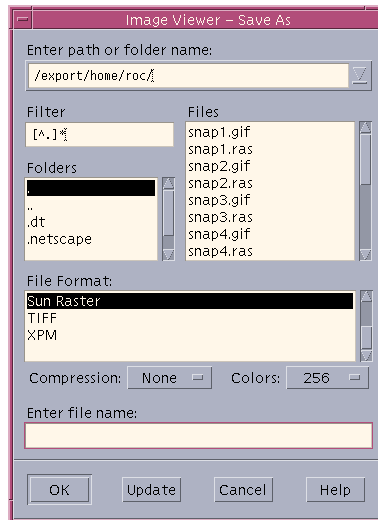
Image Viewer - Print dialog window



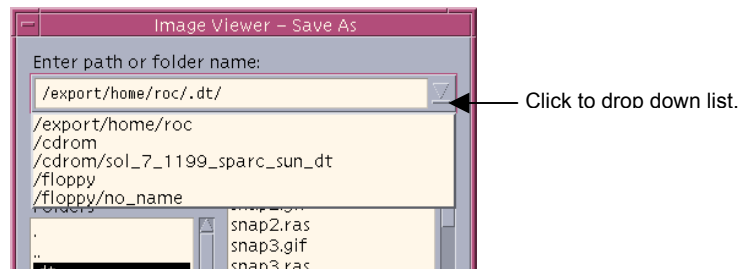
Note: The MSCF *Phaser 750* color laser printer is very slow. Observe feedback window on the printer to verify that the printer turned on and is processing the print task.

14. To save a snapshot, on the *Image Viewer* window with the untitled image, click on the *File* button to drop down a menu. Click on *Save As*. The *Image Viewer - Save As* window will appear.

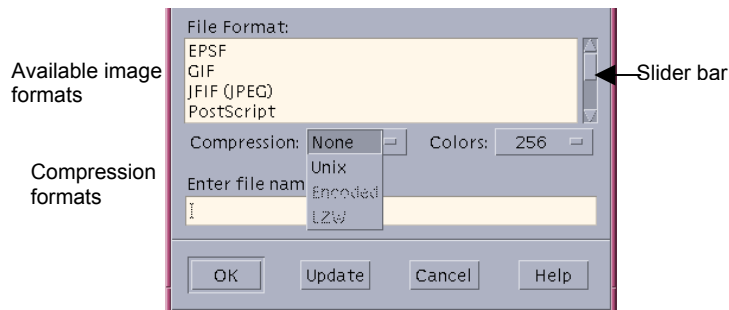
Image Viewer - Save As window.



15. The *Enter path or folder name:* box will show /export/home/(user). To save in another location, click on the down arrow and select a location or type in the full path to the location where they are to be saved.



16. The default file format for snapshots is *Sun Raster*. If another format is desired, click to select. Use slider bar to view entire selection of available formats. If necessary to conserve disk space, click on the *Compression* box and select Unix. Type in a file name under *Enter file name:* A file extension is not necessary unless the image file is going to be printed from a PC. Click on *OK* if saving the image under this file name for the first time or click *Update* if filename has been previously used to overwrite the existing image. Image will be saved to a file and the *Save As* window will close.



Note: *BMP* (.bmp), *GIF* (.gif), *TIFF* (.tif) and *Sun Raster* (.ras) formats can be opened using various PC utilities, such as MS Paint, Quick View and KeyView. GIF images can be directly imported into MS Word documents and BMP images can be directly imported into DOORS.

17. When finished, close the *Image Viewer* windows by double clicking the small bar in the far-left corner of the title bar of each window. If image has not been saved, a warning pop-up will appear allowing opportunity to save image for the last time before closing Snapshot.

Double-click on small bar

